



CSE201

Advanced Programming

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Design and implementation:

Software used: IntelliJ and Scene builder

Version Control: Git and Github

The UI is both statically managed by FXML and dynamic by JavaFX.

Used serialization, deserialization, encapsulation, basic OOP concepts, we implemented our own exception which is InsufficientCoinExeption. We used Iterator Design pattern to traverse the list.



Individual Contribution:

- The work was split uniformly between us.
- Split the work on the basis of UI layers and functionality.
- Samriddh handled UI part by making different different scenes, added features of collisions, resuming, etc. Varun implemented many functionalities along with killing using weapons, collecting chest and coins, reviving the Hero, etc.
- We did majority of the works like serialization, deserialization, logic implementations, pause functionality, etc together in the hostel so credit can't goes to one.
- You can see our git repository using the given link
https://github.com/samriddhsingh123/Ap_willhero_2020466_2020482



Bonus Implementation

- 1). We have added the feature of doubling the score if we complete the game in a given time bound(2 min here). Used threading to implement this.
- 2). We added the big coin which is equivalent to 5 coins.